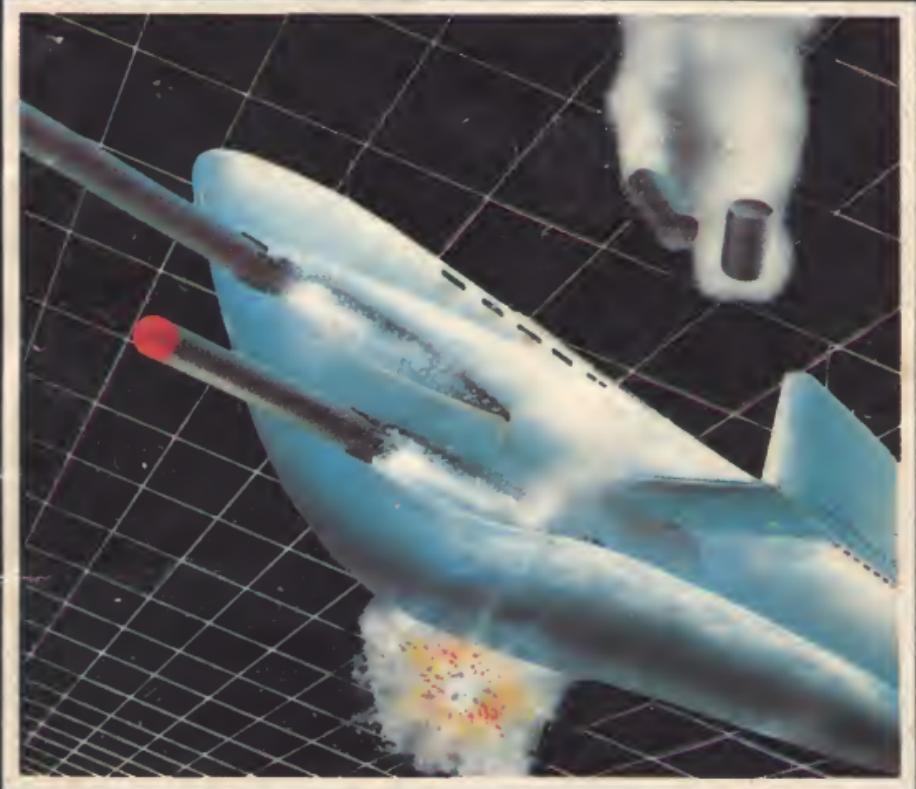




Home Computer Software

For **ATARI<sup>®</sup> 400/800** Computer

# SUBMARINE COMMANDER



*Instructions for use*

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# **INTRODUCTION**

*Programmed by D. Lock*

# **SUBMARINE COMMANDER**

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*You are in command of a submarine in the Mediterranean. Your mission: to attack and destroy the enemy convoys scattered over the sea. To help you: a map, sonar, periscope, and torpedo. There's more to it than that, of course. The enemy, for one thing, can hit you with shells and depth charges, so you also have a full instrument panel to help you creep up undetected. It may take a little time to master all the available moves, but the fun and the thrills are all the greater the more your skill increases.*

*Below you will find full instructions for loading and playing. Have a good game!*

# GETTING STARTED

- 1 Connect your television to the computer and switch the television ON.
- 2 Take your cartridge and plug it into the cartridge slot in the front of your computer (the left hand slot on ATARI\* 800\*s) and close the lid.
- 3 Turn your computer ON.

## HOW TO PLAY

- 1 After the title, the computer asks you to choose a Skill Level 1-9. Press SELECT to show the number you want (see section 6 for details). Press START when you are ready.

Note: Press OPTION if you don't want the Morse Code Sound at the beginning of the program.

- 2 The map in the centre of the screen shows your position (white cross) and those of the enemy convoys (black dots). The object is to track down the convoys and sink all the ships. The enemy is composed of the following:



Destroyer



Cargo ship



Tanker



Patrol Boat

You score tonnage points for sinking ships, with more points for tankers and cargo ships, less for destroyers and patrol boats. But beware of destroyers and patrol boats, which are armed with shells and depth charges and can cause you heavy damage. If they detect you, they will attack you. Tankers and cargo ships are also armed with a single gun and can fire at you as well, but will take evasive action to try to lose you.

3 To attack your target, you have the following basic equipment:

**Map** Press M to establish your position relative to land and convoys, at any time.

**Sonar** Press S for a picture of the sea around you; ships within range show up as blips on the screen. The sonar mode also gives you a hydrophone chart (top left) which reacts to ships' engines and shows ships as peaks on your hydrophone chart; direct your submarine towards one of them by lining up a peak with the indicator in the middle of the chart.

**Periscope** Press P when you are at a depth of less than 50 feet, and you will get a view of any ship within 1 mile range that is in your line of sight. Use this mode to prepare for a submarine attack.

**Torpedoes** When you are at a depth of about 25 feet, press the trigger to fire a torpedo. Aim it ahead of the target ship.

## 4

### **Movement**

You move your submarine with a combination of Joystick and Keyboard controls. These work as follows:

#### Joystick

**TO SURFACE.** Move Joystick towards you; this pushes the submarine's nose up.

**TO DIVE.** Move Joystick away from you; the nose goes down.

**RUDDER CONTROL.** Move Joystick to left and right. Use in conjunction with the compass setting (see Instrument Panel).

#### Keyboard

**SPEED.** Type a speed from 1 to 9. Type 0 to stop.

**BLOW BALLAST TANKS.** Press B to surface rapidly (but remember, this uses up valuable air).

**CRASH-DIVE.** Press C. This takes control from the Joystick and locks the submarine into a dive.

**NEUTRALIZE BUOYANCY.** Press N to regain Joystick control after a crash dive (C) or tanks being blown (B).

**PAUSE.** Press Y to pause the game. Move the Joystick to restart.

**ABORT.** Press the ATARI\* Key (JK\*) to abort the mission.

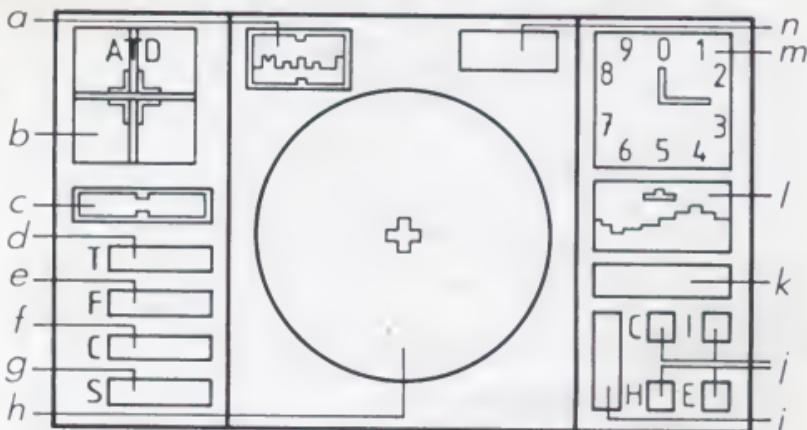
## 5

### **Instrument Panel**

The diagram below explains the position and function of the various gauges on the panel. At the beginning of each mission the computer allocates you quantities of torpedoes, fuel, air and a battery charge

reading (see 6 for details). You must be careful not to run out of any of these. Your speed is set at nil, and you have to type in a number 1 – 9. In detail, the controls are as follows:

### Instrument Panel



- a** HYDROPHONE CHART. This shows ships as peaks. To move directly towards a ship, line up a peak with the indicator in the centre of the chart.
- b** ATTITUDE. Move the Joystick to right and left to change course.
- c** COMPASS. The compass reading determines the course you steer.
- d** TORPEDO SUPPLY.
- e** FUEL SUPPLY.
- f** BATTERY CHARGE reading. To recharge, you have to surface.
- g** SPEED IN KNOTS, ie nautical miles per hour.

- h** SONAR SCREEN, produced by pressing *S* (the other two modes are *M* = map and *P* = periscope). The sonar screen shows the enemy ships as white 'blips'. Your position is the white cross in the centre which remains static. When an enemy ship is correctly lined up the blip will appear directly above the cross, at some point between it and the edge of the sonar screen.
- i** AIR SUPPLY. Can be renewed by surfacing. When your supply is low it will flash.
- j** DAMAGE INDICATORS. These show damage on a scale between 0 (no damage) and 9 (severe damage) to: *C* = controls, *I* = instruments, *H* = hull, *E* = engines. If your damage rating is not too high, you may decide to carry on without waiting for repairs, but beware unexpected malfunctions (your submarine is repaired automatically, however repairs are carried out more rapidly on the surface). If your hull damage reaches 9, it may crack with a watery grave awaiting you!
- k** CLOCK to time how long missions last.
- l** This chart shows the DEPTH BELOW THE KEEL. Be careful you do not crash into the bottom.
- m** DEPTH GAUGE. This tells you your depth in feet. The large hand shows tens of feet, the small hand hundreds of feet. Use your Joystick to dive or surface.
- n** TONNAGE SUNK.

## 6 Skill Levels

The higher the Skill Level, the more challenging the game becomes. You will, in your encounters with the enemy, come up against more attacking ships (destroyers and patrol boats) and malfunctions are more likely when you are damaged. You will also have less fuel, charge and torpedoes and there will be more convoys for you to attack and destroy before your mission is complete (see the table below for details). Added to this, for Skill Levels 7, 8 and 9, your torpedoes will not always sink an enemy ship they hit, but may only damage it.

## Summary of Starting Positions

<b>Skill Level</b>	<b>Fuel</b>	<b>Charge</b>	<b>No. of Convoys</b>	<b>Torpedoes</b>
1	250	70	5	80
2	230	60	6	70
3	220	60	6	70
4	210	55	7	65
5	200	50	7	60
6	180	45	8	55
7	170	40	8	50
8	150	40	9	50
9	140	30	9	40

## 7 Tactics

You need constantly to assess the pros and cons of moving on the surface or underwater. Running on the surface is quicker, but if you get too close to an enemy convoy on the surface, you will be seen and attacked by the

escorting warships. To warn you, a bell sounds as you approach the enemy's range of vision on the surface.

Your greatest advantage over the enemy is your ability to travel underwater. However, this does use up air and batteries, and you can still be detected if you fire a torpedo or if you use your sonar.

As your initial working tactics, try approaching an enemy convoy on the surface using the map mode (M). As you draw near, dive and locate the ships with your sonar (S) and hydrophone chart. Then come up to a depth of about 25 feet and press P for a view of the surface. Aim your submarine at the target, and press the trigger to release a torpedo, aiming ahead of the ship. Hits are recorded on the 'tonnage sunk' chart (top right of the sonar). If you are under heavy attack from the surface ships, and wish to lose them, dive deep and cut your speed to 0, and wait until the attack is over.

## 8 End of Game

The game ends when any of the following occurs:

- (a) All enemy convoys sunk.
- (b) All the oxygen is used.
- (c) All fuel and charge have been used.
- (d) Severe damage to the hull (damage indicator for the hull exceeds 9).

The game can also be terminated by pressing the **JK\*** key, SYSTEM RESET or START. If the **JK\*** is pressed you still receive a rating of your abilities as a Submarine Commander.

**9****Rating**

At the end of each game you receive a rating (score), with points awarded for tonnage sunk and, the ultimate for a Submarine Commander, elimination of all convoys. Points are deducted for fuel, torpedoes and time used etc.

**Summary of Factors Affecting your Rating**

Points are awarded for:

- (a) Tonnage sunk.
- (b) Bonus points for sinking all convoys proportional to the Skill Level.

Points are deducted for:

- (a) Fuel used.
- (b) Torpedoes used.
- (c) Charge used.
- (d) Damage incurred.
- (e) Time taken to complete the mission.
- (f) Being destroyed.

- 1 Plug the cartridge into your computer.
- 2 After the title, press *SELECT* to choose a Skill Level.
- 3 Press *START* to begin game. Map on screen shows your position and positions of enemy convoys.
- 4 Using basic equipment of map, sonar, periscope and torpedoes – plus instrument panel – move your submarine with a combination of Joystick and Keyboard to track and sink ships in enemy convoys.
- 5 If the enemy detect you, they will attack with shells and depth charges.
- 6 Game ends when: all enemy convoys are sunk; all oxygen is used; fuel and charge are exhausted; or hull is severely damaged.
- 7 At the end of game you receive a rating of your success.

#### **Important Key Controls**

<b>B</b> —Blow Ballast (Surface)	<b>P</b> —Periscope
<b>C</b> —Crash Dive	<b>S</b> —Sonar
<b>M</b> —Map	<b>Y</b> —Game Pause
<b>N</b> —Neutralise <b>B</b> or <b>C</b>	<b>0-9</b> —Speed

This is only intended as a basic guide. For more detailed instructions see inside.

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